



Ground Rules for Aviezer Field for the Junior and Cadet League

01 April 2015

AGRGR01.04

- (a) The home team uses the 3rd base side as dugout. Players who are not batting must stay behind the fence, except for the on-deck batter.
- (b) The visiting team uses the 1st base side as dugout. Players who are not batting cannot go closer to home plate than the soccer goal post, except for the on-deck batter.
- (c) The bases and the pitcher's plate are to be placed at the distances specified in IAB Rule 13.02.01 (a) and IAB Rule 13.02.04 (a) for the Junior League, and IAB Rule 13.02.01 (b) and IAB Rule 13.02.04 (b) for the Cadet League.

AGRGR02.00

- (a) On any wild throw to the 1st base side, the ball is live unless it goes above the ridge around the field. If it goes above that ridge, the ball is dead.
- (b) On any wild throw to the 3rd base side, the ball is dead if it goes into the brush.
- (c) Any ball that rolls under the backstop is dead, unless it **immediately** bounces back onto the field. The awarding of bases is governed by IAB Rule 13.05.06 (f).

AGRGR06.09

- (a) Balls hit on the fly to right field that land on the paved road are a home run and cannot be caught.
- (b) Balls hit on the fly past the grass (e.g., into the woods) in left or center field are a home run.
- (c) Balls hit on the fly to right center field past the field:
 - If there is a cone, that marks whether Rule AGR06.09 (b) or Rule AGR07.05 (a) applies.
 - If there is no cone, the umpire judges whether Rule AGR06.09 (b) or Rule AGR07.05 (a) applies.

AGRGR07.05

- (a) A batter will be awarded two bases for balls hit on the fly to right field that land on the dirt between the grass and the paved road, but such batted balls may be caught on the fly.
- (b) Balls hit to right field that bounce on the field and then go past the field are live until the ball hits the paved road. Once the ball hits the paved road, the batter will be awarded two bases.
- (c) A batter will be awarded two bases for balls hit to left field, center field, or right center field that bounce on the field and then go past the field.
- (d) In the case of an "unplayable ball" (i.e., a batted ball whose retrieval is hindered by shrubbery within the boundaries of the field in the outfield), **the ball is alive** until such time as the **umpire calls the ball "dead"**. Runners may advance. Only when the umpire calls the ball dead does play stop. The umpire will verify that indeed the ball is out of play in such a manner that it hinders play before he calls the ball dead. This is a judgment call by the umpire. If the umpire calls the ball dead, two bases will be awarded to the runners under Official Rule 5.06 (b) (4) (F).